AMENDMENTS TO THE CLAIMS:

Complete Listing of Claims

1   1. (original) A handheld computing device comprising:

2   a screen capable of displaying mathematical expressions;

3   a key panel having keys operating the calculator and entering user

4   responses;

5   a processor for executing programming that provides a user interface to

6   assist the user in learning to solve a mathematical symbolic calculation problem,

7   and expert programming which provides a set of transformations for a

8   mathematical object that the user can choose from and apply to the

9   mathematical object to produce the next step in a solution to the problem.

1   2. (original) The handheld computing device of Claim 1, wherein said processor

2   is further programmed to allow transformations of the mathematical object that

3   are valid mathematically but do not lead to the solution of the problem.

1   3. (original) The handheld computing device of Claim 2, wherein said processor

2   is further programmed to pause after the user selects the transformation before

3   applying the transformation to the problem.

1   4. (original) The handheld computing device of Claim 3, wherein said processor

2   is further programmed to clean-up the result of a previous transformation in

3   response to the user pressing a key, where clean-up consists of arithmetic and

4   other basic simplification appropriate for the problem.

1   5. (original) The handheld computing device of Claim 1, wherein said processor

2   is further programmed to clean-up the result of a previous transformation in

3   response to the user pressing a key, where clean-up consists of arithmetic and

4   other basic simplification appropriate for the problem.

1   6. (original) The handheld computing device of Claim 1, wherein said processor

2   is further programmed to provide a set transformation tools for a mathematical

3   sub-object that the user can choose from and apply to the mathematical sub-

4   object in a selection box to produce the next step in a solution to the problem.

1   7. (original) A graphing calculator comprising:

2   a screen capable of displaying mathematical expressions;

3   a key panel having keys operating the calculator and entering user

4   responses;

5   a processor for executing programming that provides a user interface to

6   assist the user in learning to solve a mathematical symbolic calculation problem,

7   and expert programming which provides a set of transformations for a

8   mathematical object that the user can choose from and apply to the

9   mathematical object to produce the next step in a solution to the problem.

1   8. (original) The handheld computing device of Claim 7, wherein said processor

2   is further programmed to allow transformations of the mathematical object that

3   are valid mathematically but do not lead to the solution of the problem.

1   9. (original) The handheld computing device of Claim 8, wherein said processor

2   is further programmed to pause after the user selects the transformation before

3   applying the transformation to the problem.

1   10. (original) The handheld computing device of Claim 9, wherein said

2   processor is further programmed to clean-up the result of a previous

3   transformation in response to the user pressing a key, where clean-up consists

4   of arithmetic and other basic simplification appropriate for the problem.

1   11. (original) The handheld computing device of Claim 7, wherein said

2   processor is further programmed to clean-up the result of a previous

3   transformation in response to the user pressing a key, where clean-up consists

4   of arithmetic and other basic simplification appropriate for the problem.

1   12. (original) The handheld computing device of Claim 7, wherein said

2   processor is further programmed to provide a set transformation tools for a

3   mathematical sub-object that the user can choose from and apply to the

4   mathematical sub-object in a selection box to produce the next step in a solution

5   to the problem.